

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/3/14 6:52:46

URL:

@kas1e

Ouch. I suppose it's possible to use `LockBitmapTags()` instead of.

I think you can also try to work around the original issue by passing a proper non-NULL pixel format to SDL. All modes are OK in window case. Only in fullscreen backend starts checking for appropriate modes.

Cadog: probably bug with compositing changes. Have you tested Beret, by the way? You need to add `SDL_DOUBLEBUF|SDL_HWSURFACE` for fullscreen, otherwise (single-buffer) will flicker.